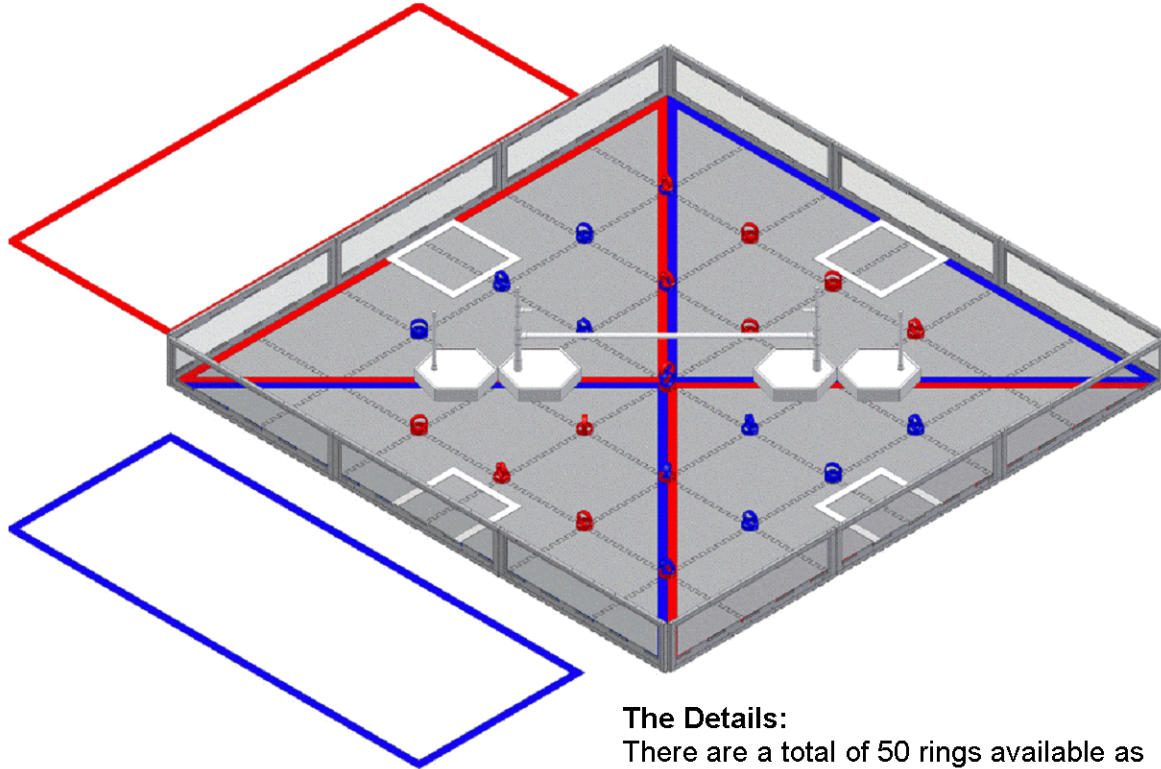




Game Description & Scoring



The Game:

Quad Quandary, the 2007 *FIRST* Tech Challenge game, is played on a 12'x12' square field configured as above at the start of each match. Two alliances – one “red” and one “blue” – composed of two teams each, compete in each match which consists of a twenty-second autonomous period followed by two minutes of driver-controlled play.

The object of the game is to attain a higher score than your opponent alliance by placing rings onto single goals, paired goals, side goals, or on posts. In addition, you may possess single or paired goals in your alliance’s quadrants for additional points at the end of the match.

A bonus is awarded to the alliance that has the most total points at the end of the Autonomous Period.

The Details:

There are a total of 50 rings available as scoring objects in the game (25 red & 25 blue). Forty-four of these rings will be found on the field, while three will be available to each alliance prior to the match.

Each robot (no larger than 18”x18”x18” to start) begins a match from the wall of one of an alliance’s quadrants and has eight goals and four posts to score 3” PVC rings on. The side goals are 20” squares & surface height. The Single Goals are 3.5” high, movable, and have one 18” post each. Paired Goals are 3.5” high, movable, have one 24” post each, and are connected by a 60” crossbar.

Scoring:

Autonomous Period Bonus	= 10 points
Ring on Side Goal	= 1 point
Ring on Single or Paired Goal	= 2 points
Ring Rung on 18” Post	= 3 points
Ring Rung on 24” Post	= 5 points
Possessing a Single/Paired Goal	= 7 points